PlayStation

PAL

MONSTER RACER

MICROÏDS

PlayStation®

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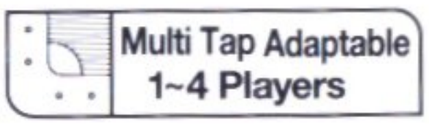

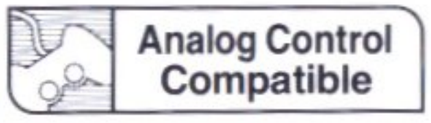

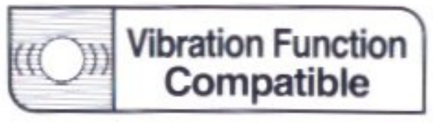

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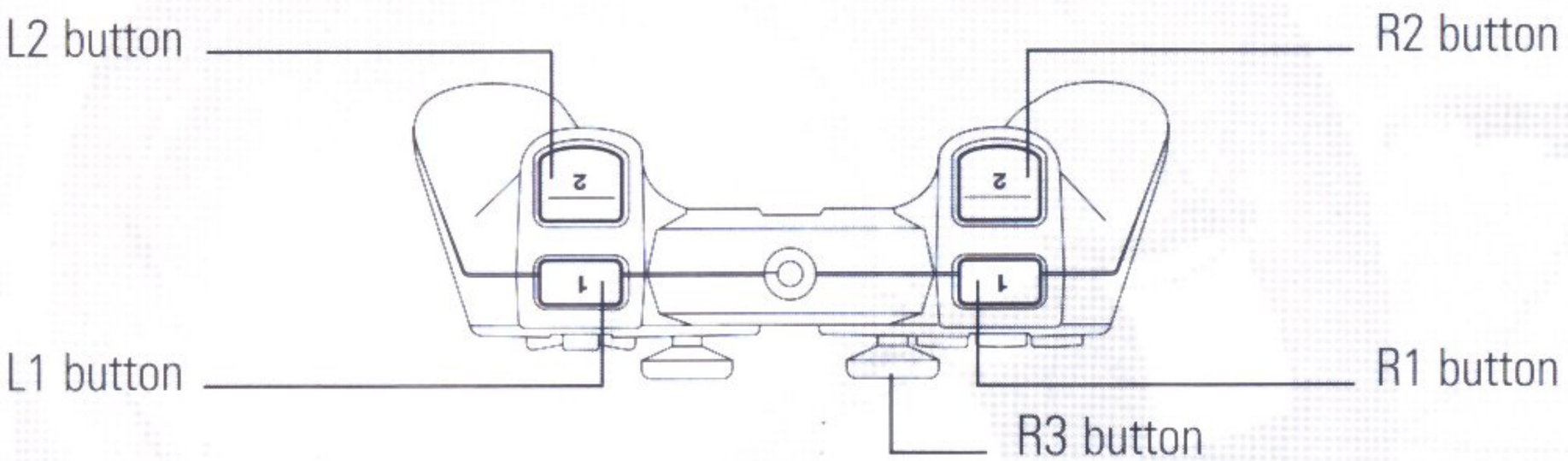
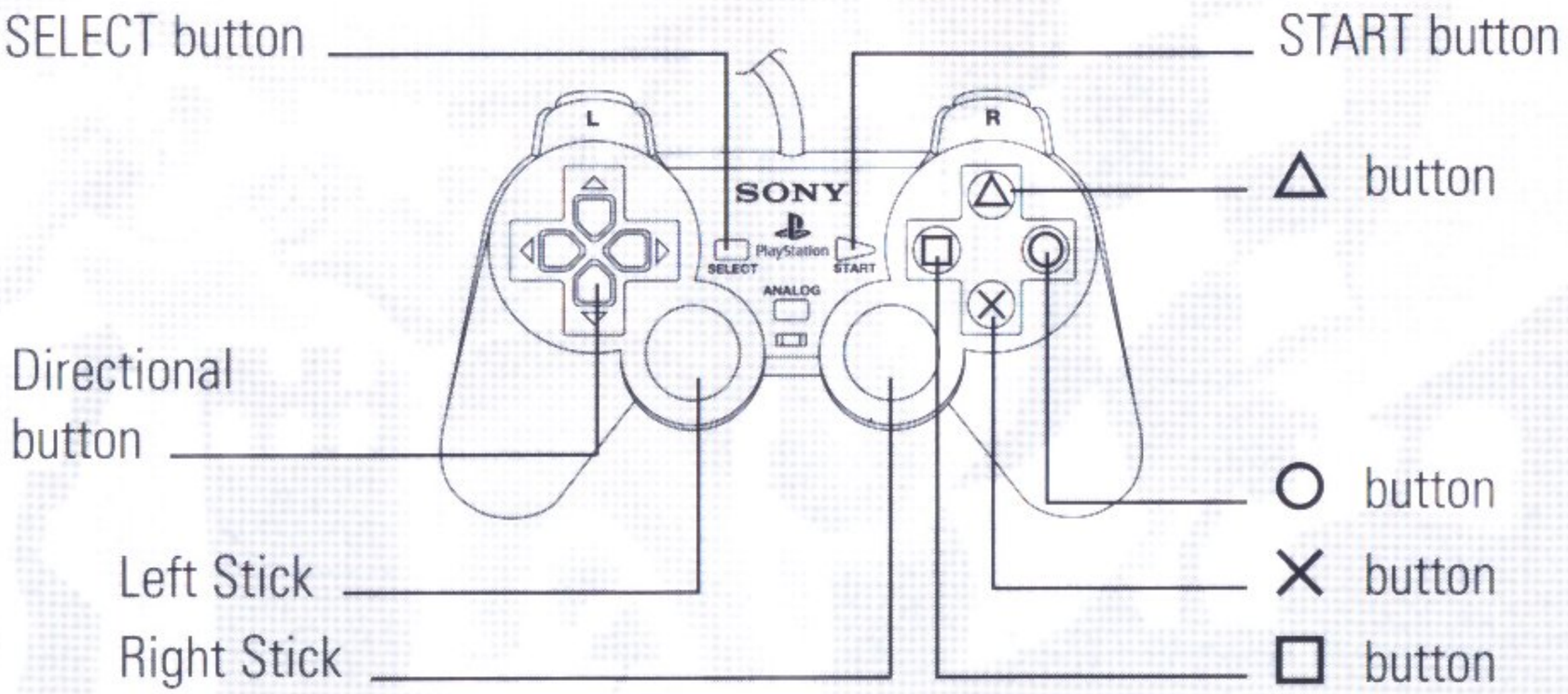
2. GETTING AROUND

To move around the menus and to play MONSTER RACER, player 1 always uses the Controller in Controller port 1. In 2-players mode, player 2 always uses the Controller in Controller port 2.

To open a menu, use the directional buttons to select the menu and confirm your selection by pressing the ✕ button. To go back to a previous menu, press the △ button. The information contained in the menus allows you to adjust your game settings. Select specific parameters in the same manner. Use the directional button to highlight a parameter and then press the ✕ button to confirm your choice and view the next menu.





Summary of Menu controls :

Left directional button	***Move to the left***
Right directional button	***Move to the right***
Up directional button	***Move up the screen***
Down directional button	***Move down the screen***
△ button	***Back to previous menu***
✕ button	***Confirm choice***

3. CHOOSING A LANGUAGE

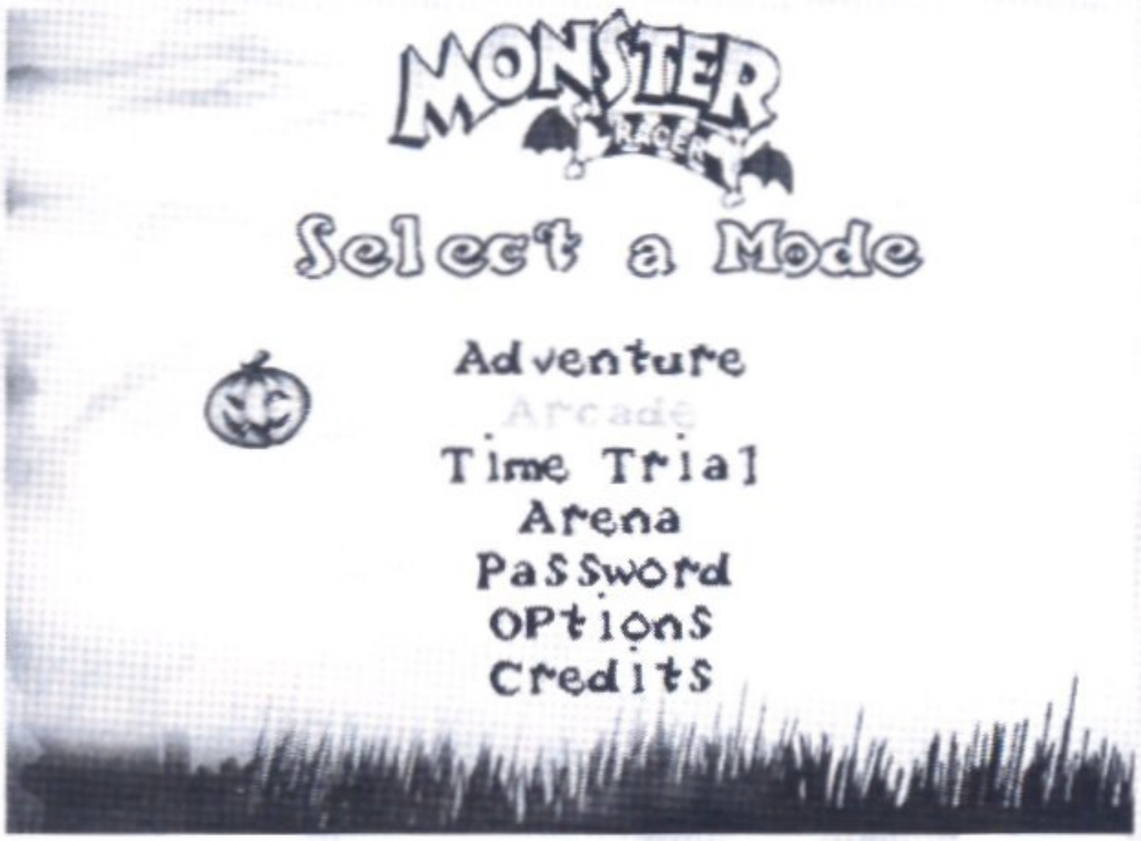
Before you start a new game, you will need to specify the language of your choice:

- Use the left and right directional buttons on the Controller to highlight the flag of your choice.
- Press the ✕ button to confirm your selection and view the Main Menu.

4. THE GAME

4.1. The menus

4.1.1 Main menu



The Main Menu gives you access to various sub-menus in the game. You also have access to the different game modes: Adventure, Arcade, Time Trial and Arena, as well as the Password, Options and Credits menus.

4.1.2 Adventure game mode

Adventure mode is only available for 1 player. It plunges you into the heart of the Land of Halloweens race championship, where your goal is to vanquish the forces of darkness by collecting as many lanterns as possible. These lanterns are won upon completion of each circuit, on the condition that you finish among the first 4 competitors. You will be awarded lanterns of different values depending on your finishing position. Each lantern that you collect will also win you points. The total points are be used to determine your overall position in the current championship.

Finishing Position	Type of Lantern	Number of points
1 st	Gold Lantern	6
2 nd	Silver Lantern	4
3 rd	Bronze Lantern	2
4 th	Iron lantern	1

Adventure mode allows a player to advance through the following, progressively more difficult, levels of difficulty within a championship:

- Difficulty level easy - Normal circuit direction
- Difficulty level normal - Normal circuit direction
- Difficulty level hard - Normal circuit direction
- Difficulty level easy - Reverse circuit direction
- Difficulty level normal - Reverse circuit direction
- Difficulty level hard - Reverse circuit direction

The reverse circuit direction allows you to race on all the available circuits but in the opposite direction.
To see the list of circuits for each level of difficulty, go to paragraph 4.3.

To take part in a championship, proceed as follows:

1- You must first choose the level of difficulty for the game:
. Easy
. Normal
. Hard

2- Select the character you wish to race with. Each character possesses their own personal profile, see paragraph 4.2.

3- Finally, confirm your choice and you're off!

NOTE : In Adventure mode, the number of laps is fixed at 5 per circuit.

4.1.3 Arcade game mode

Arcade mode allows you to take part in a one-off race on the circuit of your choice. This mode is available for 1 or 2 players.

To take part in a race, proceed as follows:

1- You must first choose the level of difficulty for the game:
   . Easy
   . Normal
   . Hard

2- Now select the number of players in the game: 1 or 2 players.

3- Select the character you wish to race with. Each character possesses their own personal profile, see paragraph 4.2.
   In a 2-player game, players 1 and 2 select their character one after the other.

4- Choose the direction you wish to drive around the circuit in: Normal or Reverse. The Reverse direction will only be available in Arcade mode if you have already successfully unlocked it in Adventure mode. Reverse mode allows you to race on all the available circuits but in the opposite direction.

5- Now choose the circuit you wish to race on. Watch out, only the circuits that have already been unlocked in Adventure mode will be available to race on.

6- Finally select the number of laps that you wish to race, confirm your choice and you're off!

4.1.4 Password

MONSTER RACER does not use the MEMORY CARD function. Instead the game can be saved and restarted with the help of password revealed at the end of each episode.

To go straight to a specific stage of the game, enter your password with the help of the directional button. Use the up /down directional buttons to scroll through the password elements shown on the screen, use the left/right directional buttons to pass from one element to the next. Once you have completed your password, confirm it by pressing the ✕ button.

If your password is correct, the message "Validate password YES/NO" will appear and you will be able to select YES or NO, to advance to your selected stage in the game or to return to the Password screen. If your code is incorrect, the message "Password invalid" will appear.

4.1.5. Time Trial game mode

Time Trial mode allows you improve your skills on the circuit of your choice. This mode is only available for 1 player.

To take part in a Time Trial race, proceed as follows:

1- Select the character you wish to race with. Each character possesses their own personal profile, see paragraph 4.2.

2- Choose the direction you wish to drive around the circuit: Normal or Reverse. The Reverse direction will only be available in Time Trial mode if you have already successfully unlocked it in Adventure mode. Reverse direction allows you to race on all the available circuits but in the opposite direction.

3- Now select the circuit you wish to race on and start honing your driving skills! Watch out, only the circuits that have already been unlocked in Adventure mode will be available to race on.

NOTE : Your Time Trial race will end when you decide to finish it. All you need to do is press the START button on your Controller, select the Quit option and then confirm your selection by pressing the ✕ button.

4.1.6 Arena game mode

Arena game mode includes three types of multiplayer game. The players progress through 10 Arena environments identical to those of the 10 circuits in Adventure mode.

NOTE : Up to 3 or 4 players can play MONSTER RACER simultaneously on a single PlayStation game console. However, you will need a Multi Tap.

4.1.5.1 Hot Potato Mode (2 to 4 players)

One of the players carries a time bomb that is set, ticking and ready to explode... When this player touches an opponent, the opponent takes the bomb and become yellow. The bomb will continue to be passed around until the time runs out. The unlucky player who is left holding the bomb when the countdown touches zero will be blown apart and lose the game. To take part in a Hot Potato, proceed as follows:

1- Select the number of players that will take part in the game: 2, 3 or 4 players.

2- Select the character you wish to race with. Each character possesses their own personal profile, see paragraph 4.2. Players choose their characters one after the other.

3- Now select the Arena you wish to race in.

4- Finally, set the time until the Hot Potato explodes: 1, 3 or 5 minutes.

4.1.5.2. Battle Mode (2 to 4 players)

In this mode 2 to 4 players can confront each other in an Arena. Your goal is to hit your opponents as many times as possible, with your weapons and traps, within a given time limit. Full details of the weapons and traps available are given in paragraph 4.4.

To take part in a Battle, proceed as follows:

1- Select the number of players that will take part in the game: 2, 3 or 4 players.

2- Select the character you wish to race with. Each character possesses their own personal profile, see paragraph 4.2. Players choose their characters one after the other.

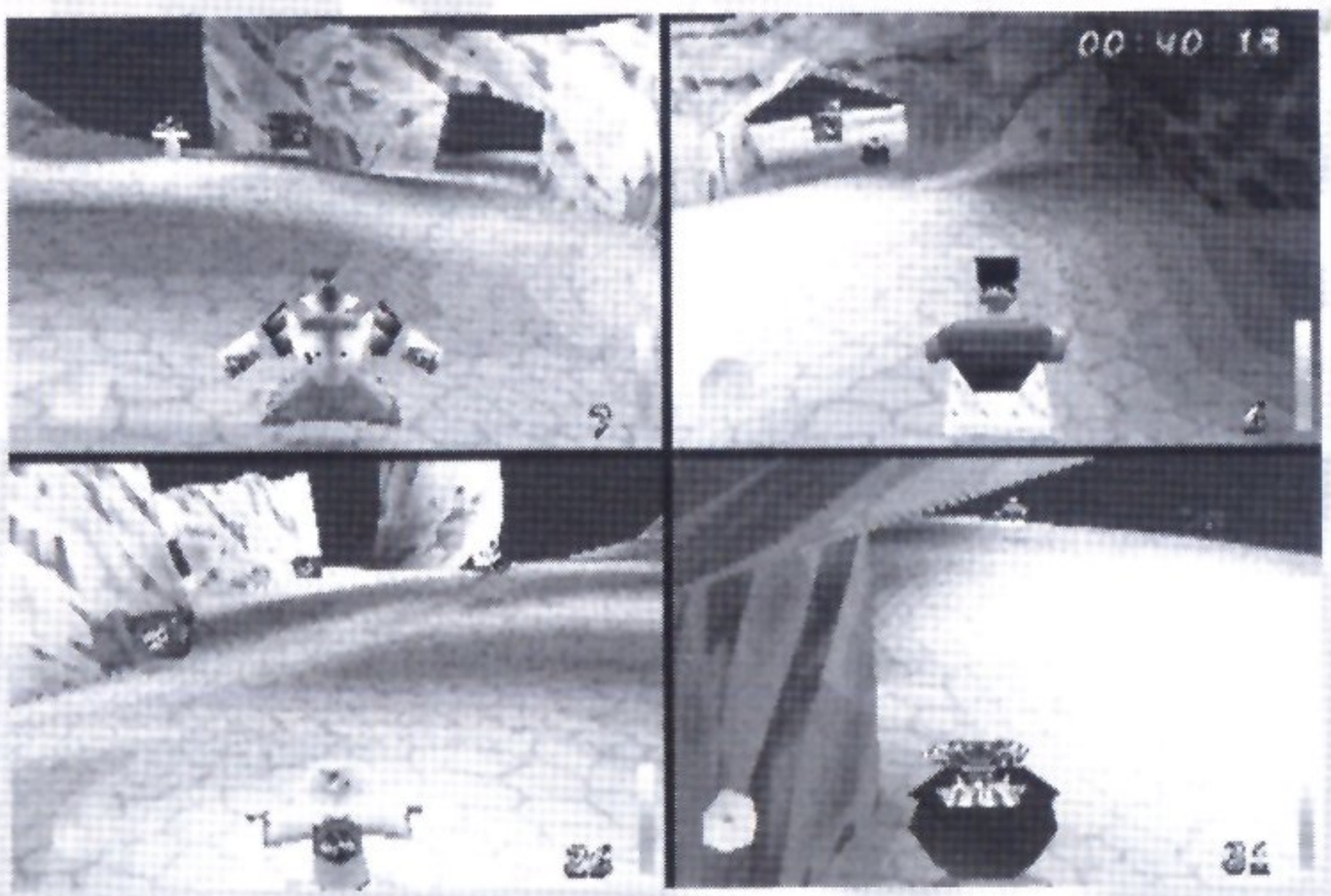
3- Now select the Arena you wish to do battle in.

4- Choose the two victory conditions:

- Time of Battle. The game ends automatically at the end of a fixed time limit : 1, 3 or 5 minutes. The player who has scored the most hits on his opponents with his weapons and traps at the end of the time limit is the winner.
- Frags. The game ends automatically after a fixed number of hits with weapons and traps are scored on opponents : 5, 10 or 15 frags. The player who is the first to score the number of frags is the winner.

4.1.5.3 Team Battle Mode (4 players)

This game mode is similar to the above, the only difference being that the players form teams of two during the confrontation. The points scored are awarded to the teams and not to individual players.



4.2. Monster Racer characters

There are 10 characters available in MONSTER RACER. Each one has their own personal skills in terms of speed, acceleration and handling. These skills make them more or less difficult to drive with.

◆ ***FRANCKY (Man-made Zombie).***

Francky loves electricity! He's been thrown out of every ethereal plane but Halloween for causing black-outs and short circuits. He just can't get enough of that buzz!

◆ ***FIDULA (Mummy)***

Fidula is the ancient servant of an Egyptian Princess. The day that Fidula was mummified the embalmers accidentally put in too much garlic. Nobody speaks to this creature since, because of her overpowering garlic halitosis.

◆ ***MALICIA (Witch)***

Malicia is a deranged Witch who falls helplessly in love with any man she sets her eyes on. This odd fault in her character makes her impossible to live with.

◆ ***DRAGOULA (Vampire)***

As soon as Dragoula sets eyes on a drop of blood he faints. He's been forbidden access to Heaven as he is clearly a Vampire, and disbarred from Hell as his squeamishness falls foul of the official Vampire code.

◆ ***WOLF (Were-wolf)***

Wolf has the rather unnerving habit of devouring anything that he can get his teeth into. Unfortunately his uncontrollable hunger causes uncomfortable digestive problems, which account for his very grumpy nature.

◆ ***DIGO (Big foot)***

Digo is very clumsy and a terrible dancer. He was sent to Halloween as a punishment after squashing the feet of too many Angels and Demons.

◆ ***VICTORIA (Succubus)***

Victoria is an, almost maniac, obsessive for tidying up. She was kicked out of Heaven and Hell for driving everyone nuts with her eternal dusting.

◆ ***LANCLOT (Poltergeist living in a Suit of armour)***

Lanclot is a suit of armour possessed by the dark soul of a fallen knight. His armour is very badly looked after, and every movement squeaks and groans horrifically.

◆ ***CLACK (Skeleton)***

Clack is a Skeleton who loves to cheat. He was once caught cheating and his legs were cut off as a punishment. Clack tried to appeal but he didn't have a leg to stand on. He was soon thrown out of the afterlife by the Angels and Demons and now he lives in Halloween.

◆ ***HITCHPOCK (Scarecrow)***

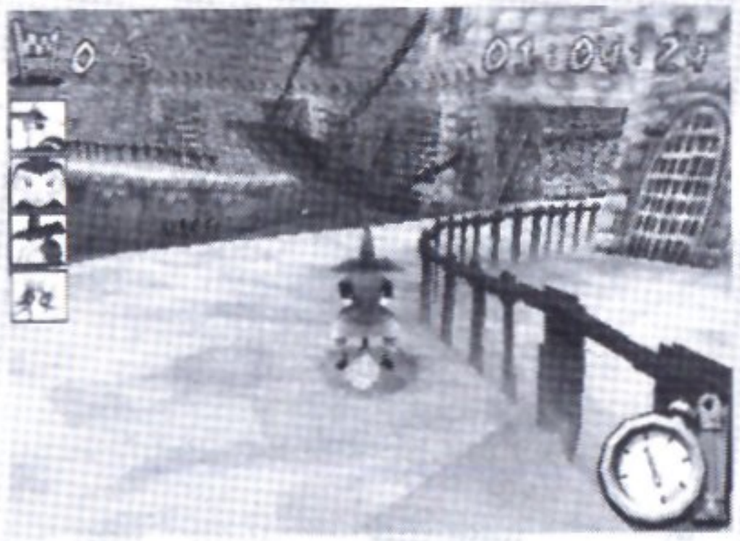
Hitchpock is a big-mouthed Scarecrow who is always telling people what to do. His eternal lecturing drives everyone in the Land of Halloween up the wall.

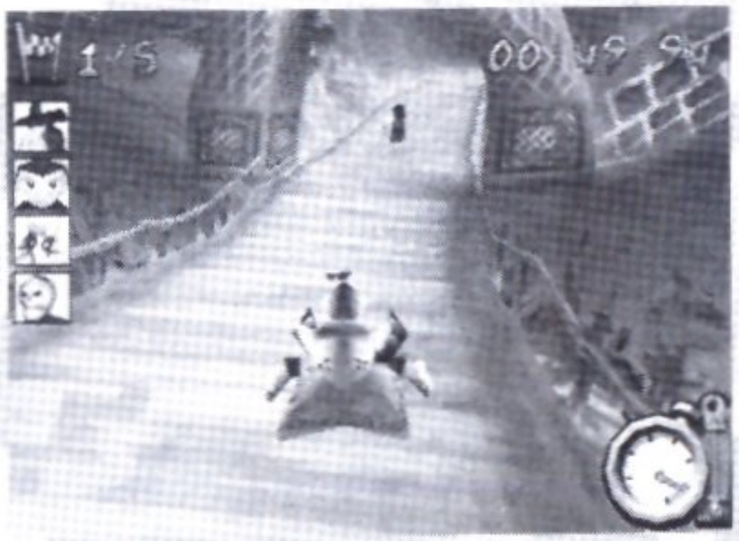
4.3. The Land of Halloween's Race Circuits

MONSTER RACER allows you to race on 10 phantasmagorical circuits in the Land of Halloween. Not all the circuits will be available at the start of Adventure mode. Each time you successfully pass an episode in the game you will unlock new circuits. Once you have completed all the circuits that make up a particular level of difficulty, you will be given a password that will give you access to the next episode and new circuits. The circuits available in Arcade and Time Trial mode will depend on your progress in Adventure mode.

The circuits are grouped in the following episodes :

Episode 1	***Episode 2***	***Episode 3***
Botanic Garden	***Egypte***	***Iceberg***
Port	***Castle***	***Teath Pass***
Mad Jungle	***Museum***	***Volcano***
	Mine	





4.4. Weapons, Traps and Spells

4.4.1. Weapons and Traps

Magical weapons and traps give you the power to slow down or even destroy your opponents during a race or an arena battle. These weapons and traps are available on all the race circuits and battle arenas. All you have to do is drive over cases which are on the circuit to pick them up. You may never carry more than one weapon / trap at a time. You must use the weapon/trap that you are holding before you can pick up a new weapon / trap.

The Vampire Bat : the bat acts as a heat seeking missile that explodes on impact.

The Flaming Skull : this hot-headed weapon fires in a straight line like a rocket, and sets fire to anyone unlucky enough to get in its way.

The Wolf Trap : when dropped in the middle of the track it will snap shut on your opponent and slow it down for a short time.

The Mine : this old Naval mine can be dropped in the middle of the circuit in the hope that one of your opponents will crash into it setting off the detonation.

The Tornado : this trap can be thrown onto the track like the mine, but it stays on the circuit and bluster around causing random mayhem. Anyone caught in the tornado will be severely slowed down.

4.4.1. Spells

The spells are available on all the race circuits and battle arenas. All you have to do is drive over cases which are on the circuit to activate them. As spells are automatically activated they cannot be picked up and used later.

Bottled Bats Wings : this allows you to recharge your turbo boost so you can achieve maximum acceleration. You can check your turbo boost level at any time during a race by looking at the red gauge located to the right of the lap counter in the bottom right-hand corner of the screen.

The Magic Cauldron : gives you an even more powerful turbo boost. As soon as you activate this spell your turbo boost gauge will be replaced by the Magic Cauldron gauge. You can now achieve amazing turbo boosts and acceleration, but watch out, if you're too greedy for speed you might explode! When your Magic Cauldron gauge is empty, you do not have any turbo boost.

The Mini-Monster : this spell allows you to shrink all your opponents. As they shrink their speed shrinks with them. What's more, it is now really easy to knock them off the track or even squash them!

The Shambolic Switcheroo : this horrible spell effects the player who activates it. The poor player will find all their driving controls reversed...

The Shield : protects you against all attacks for a short duration.

Jack's Fury : this spell acts like a trap for the player who activates it. Once activated Jack's Fury will explode creating a brief blinding flash...

4.4. The Options Menu

The Options menu allows you to change the game settings:

- Adjust the volume of the music.
- Adjust the volume of sound effects: weapons, collisions, etc...
- Activate / deactivate Stereo mode.
- Activate / deactivate the Vibration function on your Analog Controller (DUALSHOCK).

4.5. The Driving Controls

MONSTER RACER is compatible with Analog Controller (DUALSHOCK).

Driving controls with a Digital Controller

Left directional button :	***Turn left.***
Right directional button :	***Turn right***
× button :	***Accelerate***
○ button :	***Use a weapon or trap***
□ button :	***Brake***
△ button :	***Change view***
R1 button :	***Activate the turbo boost. The turbo boost only remains activated as long as you hold down the R1 button. Be careful, as you have a limited amount of turbo boost. Keep an eye on your turbo boost gauge.***
L1 button :	***Rear view***
START button :	***Pause***

Driving controls with a Analog Controller (DUALSHOCK), ANALOG mode activated.

Left stick :	***Turn right or left depending on the orientation of the stick.***
Right stick :	***Accelerate (by moving the Right stick up) or brake (by moving the stick down).***
× button :	***Accelerate***
□ button :	***Brake***
△ button :	***Change view***
R1 button :	***Activate the turbo boost. The turbo boost only remains activated as long as you hold down the R1 button. Be careful, as you have a limited amount of turbo boost. Keep an eye on your turbo boost gauge.***
L1 button :	***Rear view***
R3 button (activated by pressing down on the Right stick) :	***Use a weapon or trap .***
START button :	***Pause***

NOTE : If you wish to interrupt a race, press the START button. The game will Pause. You may now choose to Continue your race, Start Again or Quit the race and go back to the Main Menu. Select an option and then confirm your choice by pressing the × button.

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6. CREDITS

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